



never lose, but must make a Gambling check every round, with a +3 bonus.

The Cost of Living

As characters progress in a campaign, they will probably get jobs, eat meals, and locate a place of residence. The following list gives guidelines on wages and expenses which can occur in Promise City or elsewhere in a typical Western town.

For simplicity, assume that a character can live cheaply for about \$25 per month in a town. This includes two meals per day and lodging in a sleazy hotel. A cowboy has virtually no expenses while living in the ranch bunkhouse and eating at the ranch—of course, he must work about 16 hours a day, six days a week, or even longer on cattle drives!

Bear in mind, when examining this list, that all of these items probably were available for considerably less in the East. Goods of all sorts were difficult to transport to the Western frontier, and their prices were inflated to reflect this.

Table 32: Costs of Living

Men's Clothing

Hat:	\$2
Good hat:	\$5
Shirt	\$1
Vest:	\$1
Trousers:	\$2
Suit, plain:	\$5
Suit, fancy:	\$10
Boots:	\$10
Chaps:	\$5
Spurs:	\$7 per pair
Gloves:	\$2

Women's Clothing

Shoes:	\$4
Hat:	\$3
Shirt	\$1.50
Skirt	\$3
Wrap	\$15

Food

Coffee:	30c per pound
Bacon:	20c per pound
Beef:	7c per pound
Dried beef:	20c per pound
Flour:	4c per pound
Root beer:	10c per bottle
Cheap Meal:	25c
Mess Kit:	\$2
Canteen:	\$1
Survival rations (hardtack, beans, beef jerky, etc.):	\$1.50 per day

Entertainment and Miscellaneous

Tobacco:	10c per bag
Whiskey:	10c per shot or \$2 per bottle
Beer:	5c per mug or glass
Shave and haircut:	25c
Bath:	75c, fresh water \$1
Field glasses:	\$10
Telescope	\$6
Steel safe, small	\$50
Stereoscope	75c
Tombstone	\$10
Cattle:	
calf:	\$5
yearling:	\$10
at Kansas railhead:	\$30
Doctor's services (\$3 per visit min.):	
bullet removed:	25c
bullet hole patched:	50c
broken bone set:	50c
broken bone splinted:	75c
buckshot removed:	\$2
concussion treated:	50c



lacerations stitched:	50c
powder burns treated:	\$1
other burns treated:	\$2
leeching:	25c
amputation:	\$5
diseases* treated:	\$2

*Diseases treated could include consumption, grippe, gangrene, cholera, dysentery, malaria, smallpox, typhus, typhoid fever, yellow fever, spotted fever, tetanus, rabies or social diseases. No cure is guaranteed by treatment.

Lodging

Sleazy hotel:	25c per night
Average hotel:	75c per night
Deluxe hotel:	\$2 per night
Corral space for horse:	25c per day (free at deluxe hotel)
Rooming house:	\$1 per day, meals included

Wages and Salaries

Cowboy:	\$30 per month
Cowboy foreman:	\$45 per month
Guard at territorial prison:	\$90 per month
Coroner:	\$5 per inquest
Lawman:	\$75 per month, plus \$2 per arrest leading to conviction
Deputy:	\$50 per month, plus arrest bonus as above
Justice of the Peace:	
Fines:	\$2 to \$20 for disorderly conduct
Court costs:	\$2 to \$5 for above
Marriages:	\$5
Bartender:	\$50 per month
Waitress/saloon girl:	\$17.50 per mo. plus tips and room/board
Hired gunfighter:	\$5 per day plus expenses
Teamster:	\$40 per month
Civilian scout for the army:	\$75 per month

Undertaker:	\$20 per burial
Midwife:	\$3.50 per delivery

Weapons

Derringer, single barrel	\$5	
Derringer, double barrel	\$15	1870
Muzzle-loading pistol	\$7	
Cap & Ball revolver	\$20	
Single action revolver	\$30	1869
Double action revolver	\$28	1869
Fast draw revolver	\$40	1869
Long barrel revolver	\$35	1870
Shotgun, single barrel	\$20	
Shotgun, double barrel	\$30	





Shotgun, pump (6 shot)	\$75	1885
Scattergun, double barrel	\$40	
Indian trade musket	\$10	
Smoothbore musket	\$12	
Muzzle-loading carbine	\$15	
Muzzle-loading rifle	\$17	
Revolving cylinder rifle (6shot)	\$28	
Breach-loading carbine	\$18	
Breach-loading rifle	\$20	
Lever action rifle (15 shot)	\$50	1872
Lever action rifle (9 shot)	\$40	1872
Lever action rifle (6 shot)	\$30	1872
Lever action carbine(12 shot)	\$48	1872
Lever action carbine (9 shot)	\$38	1872
Lever action carbine (6 shot)	\$28	1872
Buffalo rifle	\$30	
Hunting/fighting knife	\$1	

(Dates listed are when that item became available.)

Related Items

Ammunition, except shotgun	\$2 per 100 rounds
Ammunition, shotgun	\$2 per 25 rounds
Holster and gun belt	\$5
Rifle sheath	\$4
Black powder	\$5 per 12.5 lb. keg

Transportation

Poor horse(Str 6-10)	\$20
Fair horse(Str 11-15)	\$50
Good horse(Str 16-20)	\$100
Excellent horse(Str 21-25)	\$150
Mule	\$20
Ox	\$25
Saddle, bridle, pads	\$40
Buggy	\$40
Buckboard	\$35
Saddle bags	\$5

Maps

The large mapsheet included with the game is printed on two sides, and is specially designed to serve several uses.

The first side of the map shows a portion of a "typical" Western town, with streets defined and buildings of various types arrayed along them. Doors and windows are shown (the presence of two or three windows indicating a two- or three-story structure), and individual buildings are identified by name.

The town map is designed to serve three purposes. First, it can function as the main portion of the fictional town of Promise City which is prominent in the various scenarios of the game, or as almost any Western town of similar size. Second and third, portions of the town map can be utilized for the two historical scenarios in this book: the Battle of Coffeyville and the Gunfight at the O.K. Corral. The map's scale is 1 space = 2 yards.

On the opposite side of the town map is the fictional area surrounding Promise City and El Dorado County, located "somewhere in the Southwest." The map can be modified or enhanced in any way desired by the Judge. Details can be left as shown, added, or deleted as desired. The scale of this map is 1 hex = 2 miles.

Moves On the Campaign Map

A campaign map such as the one included in the game or another designed by the Judge can be used for strategic movement. With a scale of two miles per hex, the following guidelines are appropriate for movement from place to place under various conditions.